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GAME SETUP

INSTALLING SPIDER-MAN

- To Install Spider-Man, insert the game CD into your CD-ROM drive.
- If Autoplay is enabled, the Installer splash screen should appear.
- When the Installer splash screen appears, click on the **Install** button.
- For online help, Electronic Registration, and extras, click the **More** button.
- Uninstall Spider-Man shortcut: If you wish to remove Spider-Man from your hard drive, you should always use the shorcut from the Start Menu. The Uninstall Spider-Man option will remove all game files except your saved games and personal settings.

Note: You can return to the splash screen at any time without affecting your installed game.

AUTOPLAY

If the Spider-Man splash screen does not appear, try performing the following steps:

- Double-click on the **My Computer** icon on your desktop, or right-click on the icon and choose the **Open** option.
- Select the **Refresh** option located in the View Pull-down Menu.
- Double-Click on the **Spider-Man CD** icon in the window or right-click on the icon and choose the **Autoplay** option.
- After the Spider-Man splash screen appears, click on the **Install** button.

If the Autoplay feature does not function, please check the following:

- Make sure the CD is clean and properly placed in the CD-ROM drive.
- Your CD-ROM driver may not be optimised for use with Windows®. To verify this, perform the following steps:
 1. Open the Windows Control Panel folder and double-click on the **System** icon.

2. Click on the **Performance** tab. If any of your hardware drivers are not fully optimised for use with Windows, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

Windows may not be set up to Autoplay CD's. To check, perform the following steps:

- Open the Windows Control Panel folder and double-click on the **System** icon.
- Click on the **Device Manager** tab. Click on the **Plus** sign next to CD-ROM, select your CD-ROM and choose **Properties**.
- Click on the **Settings** tab. Insert a checkmark in the box to the left of the Auto Insert Notification and select **OK**.

DIRECTX™ 8

During the Spider-Man setup, the install process will determine if Microsoft® DirectX needs to be installed on your computer. If so, the Microsoft DirectX Setup Program will install the appropriate files on your computer. See the online Spider-Man Technical Help file for additional information.

Q: What is DirectX 8 and why do I need it?

A: Microsoft's DirectX 8 is a set of functions that give Windows games and other applications their power. These functions allow applications to perform advanced functions in networking, graphics, sound and input, beyond what's possible on other operating systems. It also accounts for many of the performance gains associated with Windows games.

Q: If I don't install DirectX 8 when I install the game, can I install it later?

A: Yes. You can manually install it. To do so, use the following instructions:

- Place the disc in the CD-ROM drive and exit from any Autoplay screens.
- Double-click on **My Computer**.
- Right-click on your CD-ROM drive and choose **Install DirectX**.
- Follow the installation process. When DirectX installation finishes, you will need to restart your computer for the new drivers to work.

Q: I already have other Windows games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?

A: If you already have other Windows games on your computer, chances are you already have the initial version of DirectX installed. In this case, the Microsoft Installer will detect and overwrite any previous versions with DirectX 8. At that point, you will need to restart your computer for the changes to take effect. If, however, you already have DirectX 8 installed on your computer, the Microsoft DirectX 8 Installer will detect it and not overwrite any DirectX 8 files. You may not need to restart your computer after installation in order to run Spider-Man.

SPIDER-MAN'S MOVES

PLAYER CONTROLS	DESCRIPTION	BUTTONS
Jump	jump	Num 2, Joystick button 3
Punch	press once to punch enemies or multiple times for combos	Num 4, Joystick button 0
Kick	press once to kick enemies or multiple times for combos	Num 6, Joystick button 4
Web Trap	trap opponents or activate switches	Num 8, Joystick button 1
Jumping Punch	perform jump move then punch when close to an enemy	Num 2 then Num 4, Joystick button 3 then button 0
Jumping Kick	perform jump move then kick when close to an enemy	Num 2 then Num 6, Joystick button 3 then button 4
Grab	grab opponents from behind	Num 4 then Num 8 or Num 8 + Num 6, Joystick 1 + Joystick 0 or Joystick 4 + Joystick 1
Grab and Punch	perform grab move then punch move	Num 4 then Num 8 or Num 8 + Num 6 then Num 4, Joystick 1 + Joystick 0 or Joystick 4 + Joystick 1 then Joystick 0
Grab and Kick	perform grab move then kick move	Num 4 then Num 8 or Num 8 + Num 6 then Num 6, Joystick 1 + Joystick 0 or Joystick 4 + Joystick 1 then Joystick 4
Web Spikes	creates spiked gloves made of webbing	Num 8 + ← Joystick 1 + ←
Web Dome	creates shield dome made of webbing	Num 8 + → Joystick 1 + →
Break Web Dome	break web dome and attack enemies	Num 8 + → then Num 4 or Num 6, Joystick 1 + → then Joystick 0 or Joystick 4
Impact Webbing	shoot a ball of webbing	Num 8 + ↑, Joystick 1 + ↑
Web Yank	trap enemies in webbing and pull them	Num 8 + ↓, Joystick 1 + ↓

PLAYER CONTROLS	DESCRIPTION	BUTTONS
Web Yank Left	pull enemies left	Num 8 + ↓ + ←, Joystick 1 + ↓ + ←
Web Yank Right	pull enemies right	Num 8 + ↓ + →, Joystick 1 + ↓ + →
Zip Line	shoot web and zip from wall to wall	Num 9, Joystick 9
Zip-line	shoot a web-line straight up or directly opposite	Num 3, Joystick 7
Web Target Mode	hold down to target and tap to recenter camera	Num 7, Joystick 6
Pause	pause game and access Options menu	Esc, Joystick 12

MAIN MENU

Choose from the following options to begin playing *Spider-Man*.

NEW GAME

Choose this option to start a new game.



CONTINUE

Choose this option to continue from the level you last completed.

OPTIONS

Use this screen to modify several game options. Use the **Directional Arrows up/down** and the **Enter** key to accept. Press the **Esc** key to return to the Main Menu.



Keyboard Configuration: Choose this option to set your keyboard bindings for the game. Use the **Directional Arrows up/down** and the **Enter** key to select a move, then press the key you want to bind it to. Press the **Esc** to go back to the Options screen.

Joystick Configuration: Choose this option to set up your joystick. Select a move from the list using the **Directional Arrows up/down** and the **Enter** key, then press the button on your joystick or gamepad that you want to bind it to. Press the **Esc** key to go back to the Options menu.

Music and Sound: This screen allows you to change the volume of Music and Sound Effects, Voices, and Movies in the game. Move the **Directional Arrows up/down** to toggle between Music and Sound Effects, Voices, and Movie levels. Move the **Directional Arrows left/right** to raise and lower the volume of each selection and toggle the audio output between stereo and mono. To return to the game's original levels, select **Initial Settings** and press the **Enter** key.

Video Options: Choose this option to change your video resolution and bit depth. You can also turn on the software renderer here. Press the **up or down arrows** to select an item and press the **left or right arrows** to change its value. Press **Esc** to go back to the options screen.

File System: Choose this to load/save your games. Press the appropriate buttons to select the following options:

- Load Game Data: To load a previously saved game.
- Save Game Data: To save your current game. You will be required to name your saved game.

Press the **Enter** key to select or the **Esc** key to go back from the file system screen. When you load or save you will have to specify the file to load or save. Press the directional arrows up/down to choose a slot and then press **Enter** to accept.

DIFFICULTY LEVELS

There are four different levels of gameplay to be found in *Spider-Man*. The three traditional skill levels are:

Easy: Novice game players should choose this difficulty level. More clues are present to solve puzzles. Enemies take less damage to subdue, and Spider-Man can absorb much more punishment than on Normal and Hard difficulty levels.

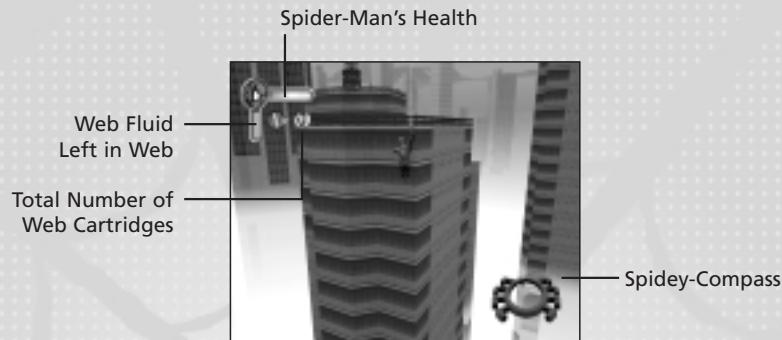
Normal: A step above Easy, this difficulty level will present the average game player with more of a challenge.

Hard: For extreme Spidey-players only! Even the seasoned Spider-Man veteran will find this mode more than challenging!

A special difficulty mode has been implemented to please young gamers.

Kid Mode: For children who want to explore the various levels of *Spider-Man*, Kid Mode allows them to do so with the controls configured for young hands and the gameplay customised to allow easy passage through each level.

UNDERSTANDING THE IN-GAME DISPLAY



The Heads-Up Display, or HUD, for *Spider-Man* is fairly simple. Spider-Man's health is represented by a horizontal bar that runs across the top of the screen. For webbing, the vertical bar registers how much web fluid is left in the web cartridge that Spider-Man is currently using. The number just to the right of this bar tells you the total number of web cartridges Spider-Man is carrying.

In the lower right hand corner is the Spidey-Compass. Occasionally the Spidey-Compass will appear in order to show you the direction you should be heading through the city, with up corresponding to "Forward" and down corresponding to "Back."

POWER-UPS AND ICONS

Within the game there will be a number of power-ups to aid Spider-Man in his mission. Each power-up has a different function, listed below. To obtain a power-up, run, crawl, or use your zip-line to make contact with it. If Spider-Man has reached his holding capacity for a certain item, the power-up will become transparent when you make contact with it. Here are some of the power-ups to be found in the game:



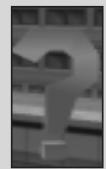
Web-Cartridges (Blue): Each web attack Spider-Man does (see *Spider-Man's Moves* section) will remove a portion of your overall webbing. Before you run out of webbing you'll need to pick up a new web cartridge. Web cartridges allow Spider-Man to execute his web attacks. Under normal conditions Spider-Man can carry up to ten web cartridges at any time.



Health (Red and White): Health cartridges serve to restore a portion of Spider-Man's health throughout the game. Be careful however, you'll never know just how much a particular health cartridge will restore you. Play wisely to conserve your health.



Armour (Gold): This rare power-up will change the costume and properties of Spider-Man for a brief time in the game. When you collect this power-up Spider-Man's suit will change to its armoured configuration. The Spidey-Armour has its own health bar, so it will take damage and leave Spider-Man unharmed. However, normal health cartridges will not work on Spidey-Armour, so be careful. Once its meter runs out, Spidey-Armour disappears and Spider-Man returns to normal. Also, Spidey-Armour increases the amount of damage Spider-Man does to his opponents while reducing the amount of damage an enemy can do to him.



Helper Icons: These icons will appear as an aid for less experienced players. The icons will inform you of anything from how to use your web to hints on how to solve some of the puzzles found in the game. To activate the helper icon simply walk through it.

Note: Some helper icons will seem to disappear without being activated. This only means that you have already performed the task it was intended to teach you.

TRAINING

Need to fine-tune your superhero skills? The training mode offers the opportunity to test out your crime-fighting skills in a number of different training environments.

TIME ATTACK

Instant action combat for either 60 or 120 seconds. Hone your fighting skills by eliminating as many villains as you can within the selected amount of time. You will also select the villain you will fight against. Use the **Directional Arrows up/down** to select both the time limit and type of enemy. Press the **Enter** key to confirm your selection.

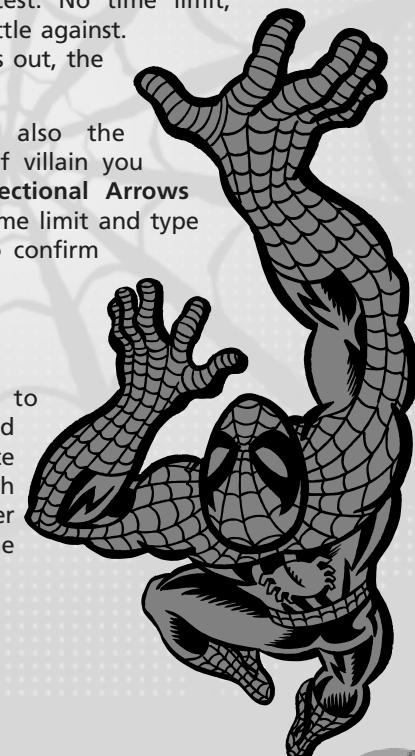
SURVIVAL MODE

Survival mode is the ultimate test. No time limit, just endless amount of foes to battle against. Once Spider-Man's health bar runs out, the fight is finished!

In Survival Mode there is also the opportunity to select the type of villain you will fight against. Use the **Directional Arrows up/down** to highlight both the time limit and type of enemy. Press the **Enter** key to confirm your selection.

SPEED TRAINING

Web-swinging is as important to Spider-Man as walking. Speed Training mode allows you to practice your web swinging through different parts of the city. The better you become at web swinging, the lower your time will be.



TARGET PRACTICE

Learn to determine friend from foe while sharpening your reflexes using Spider-Man's web-attacks.

ITEM COLLECTION

Test manoeuvrability, reflexes, and timing in either Item Hunt or Zip-Line Training modes.

Item Hunt: Practice your maneuverability in the labyrinthine Item Hunt area. Run, jump, crawl and web-swing in order to collect all of the gold Spider-Medallions as quickly as possible in order to get the best time.

Zip-Line Training: For the more daring game player. Test out your timing and accuracy in this mode. Descend from the ceiling by pressing the **Jump** button to pick up as many Spider-Medallions as possible. Then use Zip-Line webbing by pressing the **Zip-Line button** to return without touching the deadly electrified floor. More medallions mean a higher score.

RECORDS

Only those who really know what it means to be a superhero make it into the Records. Use the **Directional Arrows up/down** to highlight a specific set of records. Press the Enter key to confirm the selection. To exit, press the **Esc** key.

SPECIAL

COSTUMES

Spider-Man hasn't always worn the familiar red and blues that most people know. Over the years of being a superhero there have been times when a different suit was necessary to overcome certain challenges. In the game, some suits are better adapted than others to the many challenges that Spider-Man must face. Locate these costumes and use their special abilities to more easily overcome Spider-Man's adversaries.



VIEW CREDITS

See a list of all the people responsible for bringing Spider-Man to life. Select View Credits and press the Enter key to confirm. The Esc key can be pressed at any time to exit.

CHEATS

Input any game cheats that have been discovered here. Type in the cheat code with the keyboard and press the **Enter** key to confirm the code. To correct any mistakes press **backspace** and to exit from this menu press **Esc**.

GALLERY

CHARACTER VIEWER

The character viewer will let you become more acquainted with the people in Spider-Man's world. Included with each character is a short biography and narrative, as well as when he, she, or it first appeared in comic books. Any listing that contains a question mark (?) is unavailable until unlocked from within the game.



As you progress through the game, more and more characters will become available for viewing. To operate the Character Viewer, use the **Directional Arrows up/down** to scroll through your available choices, then press the **Enter** button to select. Using the **Directional Arrows left/right** will allow you to rotate the image of your selected character 360 degrees. Pressing the **Numpad 9** and **Numpad 7** respectively will allow you to zoom in or out on the character you have selected.

Press the **Esc** key to exit the Character Viewer.

MOVIE VIEWER

This feature will allow you to view any of the movies that you have unlocked during the course of gameplay. As you progress through the game, more movies will become available for viewing. Use the **Directional Arrows up/down** to scroll through your available choices, then press the **Enter** key to select. Any listing that contains a question mark (?) is unavailable until unlocked from within the Game.

Press the **Esc** key to exit the Movie Viewer.

COMIC COLLECTION

Hidden throughout the game are a number of icons that resemble comic books. These icons can be in plain view, or they may require a bit of exploration to uncover. Once collected, the icon will unlock a real Spider-Man comic cover. These comics detail historic events in Spider-History, including a brief synopsis pointing out the highlights of that particular issue. Any listing that contains a question mark (?) is unavailable until unlocked from within the game.



Press the **Esc** key to exit the Comic Collection.

GAME COVERS



As the story unfolds, each chapter will be prefaced with its own comic book cover. Use the **Directional Arrows up/down/left/right** to highlight a cover once it's unlocked. View the highlighted cover by pressing the **Enter** key. To go back, press the **Esc** key. Any listing that contains a question mark (?) is unavailable until unlocked from within the game.

Press the **Esc** key to exit Game Covers.

STORYBOARDS

Storyboards allows you to view the original design art that served as the backbone, or template, for all of the movies in the game. The storyboards will unlock once the game is completed.

Use the **Directional Buttons up/down** to highlight the storyboard to be viewed. Press the **Enter** key to view that storyboard. In order to progress through the storyboards, use the **Directional Buttons left/right**.



Press the **Esc** key to exit Storyboards.

THE STORY THUS FAR...

"Last time I checked, I was Spider-Man.

So there I was, attending a lecture at the Science Expo given by the now-reformed Dr. Otto Octavius (better known as Doctor Octopus). Just as Octavius finished lecturing on his latest technological innovation, the entire auditorium was thrown into chaos.

Somebody dressed to look like Spider-Man took out the security guards and stole Octavius' new piece of technology. As if that wasn't bad enough, I bumped into Eddie Brock during all the commotion. Since Brock is the human half of the symbiotic pair known as Venom, I'm thinking his presence at the Science Expo can only mean more trouble.

Isn't that just my luck? Octavius' technology has been stolen, and the police and everyone else in New York City think it was me that took it. But there has to be more to this than meets the eye. Why would someone want to steal Octavius' technology and pin the theft on Spider-Man?

Well, I know one thing for sure: New York City is only big enough for one Spider-Man. And that's me."

Peter Parker
New York City
Yesterday...

OUR HERO

SPIDER-MAN

Name: Peter Parker

Age: Early to Mid-twenties

Identity: Secret

First Appearance: Amazing Fantasy #15
(Aug. 1962)

Relatives: Mary Jane Watson-Parker (Wife),
Mary & Richard Parker (Parents—Deceased),
Benjamin Parker (Uncle—Deceased),
May Parker (Aunt), Anna Watson (Aunt)

Affiliates: Avengers

Occupation: Scientist, and Photographer at the Daily Bugle

Friends: Harry Osborn (Deceased), Gwen Stacy (Deceased),
Flash Thompson, Johnny Storm (Human Torch),
Matt Murdock (Daredevil), Liz Allen Osborn, Betty Brant,
Joseph "Robbie" Robertson

Enemies: Green Goblin, Doctor Octopus, Venom, Carnage, Electro,
Vulture, Sandman, Lizard, Mysterio, Kingpin, Chameleon, Kraven,
Scorpion, and many others!

Height: 5' 10"

Weight: 165 lbs.

Eyes: Hazel

Hair: Brown

Place Of Birth: Forest Hills, Queens New York

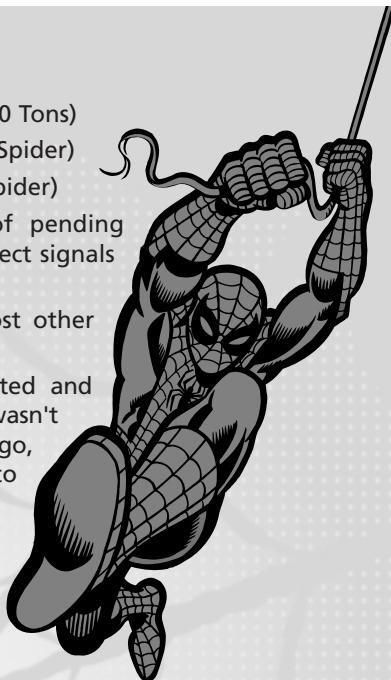
Usual Place Of Operations: Manhattan and all of New York.



POWERS

- Super-Human Strength (Class 10 = 10 Tons)
- Super-Human Reflexes (Similar to a Spider)
- Super-Human Agility (Similar to a Spider)
- "Spider-Sense" that warns him of pending danger and gives him ability to detect signals from his Spider-Tracers
- Ability to adhere to walls and most other surfaces with his extremities

Other Abilities: Peter Parker is a gifted and inventive person who, even if he wasn't bitten by that radioactive spider years ago, would have made a great contribution to society as a scientist.



GAMEPLAY TIPS

- If you press jump while in mid swing, then re-engage your web swing, you can alter your course. This is called "Breaking, or Cutting Webbing."
- Use your Spider-Sense to fight multiple foes. The red arrows will point to where an enemy is located. Also, your Spider-Sense will point out the closest bad guys first.
- Sometimes Zip-Line webbing can be used to save yourself from falling. Make sure there is something above you to cling to first!
- Vary your attacks. Different enemies respond differently to attacks. Some have to be fought at a distance; others are not affected by impact webbing. Learn how to fight each enemy in a way that conserves both health and webbing.
- Use Web-Spikes to increase your punching power considerably.
- When facing multiple opponents, the Web-Dome is useful for both attack and defence.
- Don't forget that you're Spider-Man! Use ceilings and overhangs to approach the bad guys with stealth.
- Sometimes it's better to run than fight. Even super heroes know when a fight can't be won. Use discretion when confronted with some enemies.
- Use the environment to your advantage. Grab your enemies and send them flying. This is especially useful in the furnace room.
- Spidey may be a superhero, but he doesn't like water. Avoid swimming at all costs!
- Use combinations of punch, kick, and webbing to get more effective attacks.
- Remember, many objects in your environment can be picked up and thrown by Spider-Man.
- Remember to explore your environment; you never know what you might find behind a door or under some furniture.



CREDITS

PC VERSION DEVELOPED BY

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 Mike Livesay
Lead Programmer
 Jason L. Maynard
Programmers
 Daniel Zahn
 Chris Robbers
Lead Artist
 Russell Truelove
Sound FX
 Matt Furniss
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Producer
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Senior Producer
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 David Datzell
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Executive Vice President,
World Wide Studios
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 Nita Patel
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Senior Publicist
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 Jason Bryant
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 Miranda Collins
 Michael McMahan
 Arnold Agravalod
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Assistant Producer
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 Gregory John
Quality Assurance
 Alan Barasch
 Robert Sanchez
Special Thanks To
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 Dr. Pter A. Akemann
 Eric Steinmann
 Christopher A. Busse
 Nick Doran
 Chris Soares
 James Fristrom
 Doris Argoud
 Nigel Mills
 Kevin Tomatani
 Rose Villasenor
Cheers To
 Stan Lee
 Steve Ditko
 Jeff Emery
 Mom and Dad
 Second Foundation Comics Store

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 Alison Mitchell
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Creative Artworker
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Lead Programmer
 Dave Cowling
Lead Artist
 Chris Ward
Executive Producer
 Joel Jewett
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Production Director
 Jason Uyeda
Programming
 Kendall Harrison
 Matt Duncan
Level Designers
 Alan Flores
 Brian Jennings
Level Artists
 Chris Glenn
 Aaron Skillman
 Edwin Fong
Chacter Art
 Mark L. Scott
Producer
 Kevin Mulhall
Associate Producer
 Jeremy Andersen
Intro and Finale Movie Animation
 Peter Day
Game Comic Covers
 Christian Gossett
 Snakebite
Art Assistance
 Johnny Ow
 Jeremy Pardon
Technical Assistance
 Mick West
 Jason Keeney
Human Resources
 Sandy Jewett
 Lisa Davies
Dog
 Logan

AUDIO

Tommy Tallarico Studios, Inc.
Sound Design
 Joey Kuras
Music
 Tommy Tallarico
 Howard Ulyate
Spider-Man Theme Song
 Remixed by Apollo Four Forty
 Written by: Robert J Harris/
 Paul Webster
Published by: Hillcrest Music Corporation (ASCAP)/ Webster Music Co.(ASCAP)
Additional musical elements for the remix by Apollo Four Forty:
 Trevor Gray, Noko, Ian Hoxley and Howard Gray
Published by Universal - Songs of PolyGram International, Inc (BMI)
Reverb America Music (BMI)
Produced by @440 at Apollo Control
Representation by XL Talent
Partnership
Music Supervision
SonicFusion, Inc.
VOICE ACTING CAST
 Rino Romano Spider-Man
 Efram Zimbalist Jr. Doctor Octopus
 Jennifer Hale Black Cat
 Dee Bradley Baker Carnage
 J Jonah Jameson Rhino
 Daran Norris The Lizard
 Chad Findley Bank Thug 2
 Christopher Corey Smith Hostage
 Stan Lee HIMSELF
Special Thanks to:
 Connor Jewett
Voice Casting
 Brigitte Burdine
 Sandy Jewett
STUDIO RECORDING
California Digital Post
Studio President
 Del Casher
Studio Engineer
 John Brady
Studio Assistants
 Eric Cloepain
 Kris Hansson
 Scott Rusch

MOVIE ANIMATION

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 Daniel Prousline
Production Director
 Natasha Kholiavko
Project Supervisor
 Andrei Kravchuk
Animation Director
 Sergei Boginsky
Character Animators
 Alexander Miala
 Irina Nikiforova
 Anna Zlrova
 Denis Davidov
 Vassily Bohdanov
 Elena Alekseeva
 Pavel Golubev
 Roman Bermas
 Nataliya Dobrovolskaya
Additional Movie Production
 Super78
Creative Director
 Brent Young
Executive Producer
 Dina Benadon
Animation Director
 Steve Ziolkowski
PRODUCERS
 Siouxie Alarcon
CG Artist
 Vinny DellaV
Additional Movie Direction
 Larry Paolicelli
 Jennifer Hale Mary Jane
 Dee Bradley Baker Carnage
 Jamie Bryant
 Mark Burton
 Aaron Cammarata
 Ralph D'Amato
 Steve Ganem
 Noel Hines
 Gary Jesdanun
 Ryan McMahon
 Nolan Nelson
 Johnny Storm
 Captain America
 Scorpion
 Punisher
 Daredevil
 The Lizard
 Daran Norris Venom
 Mysterio
 Scorpion
 Punisher
 Johnny Storm
 Captain America
 Chad Findley Bank Thug 2
 Eagle-One Pilot
 Security Guard
 Christopher Corey Smith Hostage
 Police Pilot
 Sniper
 Microchip
 Stan Lee HIMSELF
Special Thanks to:
 Connor Jewett
Voice Casting
 Brigitte Burdine
 Sandy Jewett
STUDIO RECORDING
California Digital Post
Studio President
 Del Casher
Studio Engineer
 John Brady
Studio Assistants
 Eric Cloepain
 Kris Hansson
 Scott Rusch

ACTIVISION THANKS

Mom
 Dad
 Todd Jefferson
 James Mayeda
 Bobby Kotick
 Brian Kelly
 Lori Lahman
 Brian Bright
 Nicholas Favazza
 Nathan Lum
 George Rose
 Michelle Corrigan
 Anjii MacDonald
 Julie Thompson
 Jennifer Stornetta
 Stacey Drellishak
 Chris Archer
 Brian Hawkins
 Julie Roether
 Jim Summers
 Nadine Theuzillot
 Sam Nouriani
 Joe Favazza
 Jeremy Gage
 Bob McPherson
 Ed Clune
 Alexander Rohra
 Marco Scataglini
 Chris Keim
 Willie Bolton
 Ken Love
 Scott Kiefer
 Jeff Poffenbarger
 Jason Wong
 Trey Watkins
 Serene Chan
 Indra Gunawan
 Greg and Fiona Rubel
 Ryan Sinnoch
 Tanya Langston
 Mitch Lasky
 Mark Lamia
 Stacey Ytuarte-Bush
 Dave and Michelle Popowit
 Bryant Bustamante
 Adam Goldberg
 Dave Stohl
 Brian Clarke
 Geni Bahng
 Dan Atkins
 Jason Potter
 Jay Halderman
 Nicole Willick
 Marilena Morini
 Talmadge Morning
 Mystee D. Yiffer
 Gary Bolduc
 Alexander Watkins
 Geoff Olsen
 Robert Nall
 Casey Smith
 Eddie Farias
 Shelley Oberlin
 Tim Vanlaw
 Maggie

UNTIL NEXT TIME
 TRUE BELIEVERS!
 THE END ?!

CUSTOMER SUPPORT

Before contacting customer support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the online services listed. In order to assist us when dealing with your difficulty, please have the following information ready when you call or attach it to your email to support@activision.co.uk.

Complete product title.

Exact error message reported (if any) and a brief description of the problem.

A copy of your Direct X Diagnostics report. To access this go to Start -> Run and type dxdiag c:\dxdiag.txt and press ENTER. The report will be found in your My Computer C: drive.

If you are experiencing difficulty with the multiplayer or online portion of the product, please assist us by having the following additional information ready when you call.

If you are using a modem:

What kind of modem is on each end (brand, model, speed, internal or external)?

Do you have more than one modem?

On which port is each configured?

Does Hyperterminal (or any other terminal program) work with your modem?

This is an easy way to test whether or not your modem is configured correctly.

At what speed are you connecting?

Have you made sure data compression, error detection, and flow control is turned OFF?

Refer to your modem's manual to do this.

If using an external modem:

What kind of serial card is being used?

Do you have a seven-wire serial cable?

If you are on a LAN:

Can you see other computers on the network?

What is your network configuration?

What brand of network card do you have?

What network software are you running? What version number?

Online Services with Activision Forums, E-Mail and File Library Support

For support via the web please visit <http://www.activision.com/support> or e-mail support@activision.co.uk

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For Technical Support, please contact: + 44 (0)870 2412148 between the hours of 8:00am and 7:00pm (UK time) Monday to Friday and Saturdays 8:00am to 5:00pm with the exceptions of holidays.

Your calls may be monitored

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3. A brief note describing the defect, the problem(s) you encountered and the system on which you are running the product
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